

2026

Giulio Amato

Software engineer & creative developer

I build software from the inside out — from the systems it depends on to the way it moves on screen. My work spans full-stack products, native interfaces, rendering and developer tools. I care about reliability, but also about the details people feel before they notice.

Alongside production work, I publish open-source libraries and explore ideas through independent projects in motion, materials and interaction.

Contact

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LINKEDIN

Giulio Amato

Based in

Naples, Italy

Practice

Product engineering

Web & native development

Motion & rendering

Developer tools

Creative technology

Professional experience

Full-stack developer — FP Holding

Develop and maintain production software across web, mobile and backend: an internal CRM, React Native applications, customer and partner portals, REST services, and integrations for payments, OTP signing and ERP workflows.

2017 — present

Front-end developer — Ge.Si.

Developed a native Android application to support the field acquisition of heating and air-conditioning maintenance contracts.

2016 — 2017

Independent practice

I design and build native components, motion tools and interactive experiments. Some begin as recurring problems worth solving; others are a way to understand how an interface, material or gesture might behave.

Open source & self-initiated work

Selected open source

Runtime Inspector / developer tooling · alpha

Live inspection and tuning for React Native motion, with source write-back for supported values.

Numeric Text / native UI

High-fidelity numeric transitions using SwiftUI on iOS and a dedicated Android renderer.

Edge Fade / native UI

Composable edge masking, fades and progressive blur for React Native.

Scroll Interop / Android · alpha

Native Android UI participating in React Native's own nested-scroll transaction.

Beyond the product

Ongoing studies in 3D materials, editorial interfaces and music-driven tools — including Moor, Object Lab and Crate.